Game Round

1. Draw a Chance card

2. Player's turn (turns)

2.1.	Move (choose one of the following)
的原	For no cost do not move or move one space.
	For 1 Gold move two spaces.
	For 1 Gold move from a Port to the nearest Port.
	For 2 Gold move from a Magic Gate to any other Magic Gate
	Use a movement Ability or Spell.
	Use a Possibility, Ability or Spell 'instead of moving'.
	Attack an Astral Plane from an adjacent space.
22	Battle with a Creature(s)

- **2.2. Battle with a Creature(s)** A draw or loss ends your turn.
- 2.3. Battle with another character (optional)
- 2.4. Use the Possibility of the space

3. End of round

Maximum 15 Gold and 15 Experience. Maximum 7 Items and 7 Abilities.

Order of Battle

A. Battle with a Creature

1. Choose the type of battle

If a Creature has only one characteristic, use that characteristic. If a Creature has Strength first, then Willpower, fight with Strength; or for 2 Magic with Willpower. Otherwise (eg. Willpower first, then Strength) follow card rules.

2. Choose which Spells and Items to use

 Roll the dice (and add appropriate characteristic to the roll) Victory: gain Experience and follow the text after ♥. Loss: lose a Health or follow the text after ♥.

B. Battle with another character

1. Choose the type of battle

First the attacker, then the defender, with a Battle of Wills taking precedence (initiating such a battle costs 2 Magic + # of Artifacts the opponent owns).

2. Choose Spells and Items

First the attacker, then the defender.

3. Roll the dice (and add appropriate characteristic to the roll) The loser loses 1 Health or has the opponent choose an Item (if she has one).

During the Final Battle, the loser chooses an Artifact to give to the winner.



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Anti-magic Aura: You cannot use any spells here. • Fire-breath: If you use a shield, the Dragon has lower Strength. •

 Dragon's treasure: Draw 5 Rare Items. Choose one and discard the rest.

Creature

Type of creature.

Experience gained after defeating creature.

Name of creature.

Characteristics of creature.

Special rule of creature.

Special effect of losing to creature.

Treasure gained after defeating creature.

Ability

Iconic summary of the card text.

Cost of learning ability.

Name of ability.

Magic needed to use ability (if it is a Spell).

Description of ability.

Flaming Weapon Spell: () or ()

XI

Use at the beginning of a Battle of Strength in which you use a weapon (except an Artifact). Add +2, and at the end of the battle the weapon becomes damaged.

If you throw the weapon, the spell costs 2 Magic, otherwise it costs 1 Magic.

Potion or Greater Healing

You can drink this on your turn, but not in battle. Heal up to 3 Health.

Item

Purchase cost of item.

Iconic summary of the card text.

Name of item.

Description of item.